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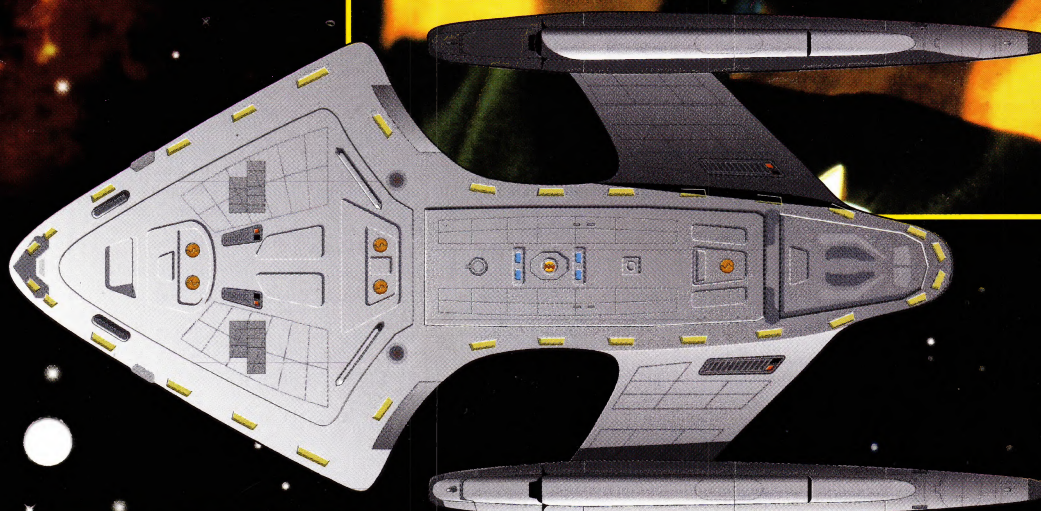
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 101



OTHER GROUPS
AND RACES

THE TARESIANS

Like a black widow spider luring prey into her web, Taresian women lure men to their planet from all over the Galaxy. Their only concerns are for the continuation of their species, with no thought given to the lives of the men they co-opt.

Located in the **Delta Quadrant**, **Taresia** appears gold, gray, and white from space. The **Taresian** population is claimed to be 90 percent female, but the true percentage may be much higher. Taresian women are very beautiful and have a keen talent for math, music, and space exploration. While their verbal and body language is quite clear, direct, and alluring, their written language is very difficult to

understand. Many of the women wear some form of headdress and décolletage in various shades of red. All of them have distinguishable brownish skin markings which line the brow of their hairline.

Looking for men

A disproportionately female race, the Taresians' survival is dependent upon their ability to transform men from other worlds into compatible mates. These men are used exclusively for impregnating women,

after which they are literally disposable. Men are drawn from all over the Galaxy, and have been known to come from distances as great as the **Alpha Quadrant**.

The Taresian women recruit their male prospects by strewing a virus throughout neighboring worlds that infects any male who comes in contact with it, altering his DNA. Once the new genetic information infects the victim's neurological network, it overtakes his



▲ **The Taresian population is almost entirely female; indigenous males, if they exist at all, are extremely rare. The women have to lure mates from other races.**

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THE CEREMONY

Happy foursome

Wearing tight, revealing, orange gowns, the women easily seduce men into participating in the traditional Taresian marriage ritual. The three wives chose their husband together; he is then led into a ceremonial room where the actual wedding takes place. The ceremony begins with the words "Let us be joined," and ends with the statement "The joining is complete". The man is now linked to his wives forever.

▶ **The faces of the three brides are covered with thin veils during the ceremony. Their bridegroom is blindfolded during the proceedings, and ends the ceremony tied to a post.**

▼ **The weddings are public affairs at which many women are present, not just the brides. It is made to look like a joyous occasion.**



▶ **During the wedding ceremony, the Taresian women form a circle that surrounds the bridegroom, and bang long wooden poles on the floor.**



Designation	Taresia
Class	M
Quadrant	Delta
Inhabitants	Humanoid
Life Forms	The population of Taresia appears to be almost entirely female.
Environment	Standard gravity.
Enemies	The Nesari.
Technology	The Taresians are an advanced culture, capable of space travel and of erecting impressive defenses around their planet.
Remarks	Taresian women draw alien males to their world by infecting them with DNA which makes the victims 'return' to Taresia.
Starship log	STAR TREK: VOYAGER 'Favorite Son'



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 101



OTHER GROUPS
AND RACES

THE TARESIANS

▼ **Alien males infected with Taresian DNA experience a strong desire to return 'home', and know how to get there.**

▼ **During the marriage and fertility ceremony, the bridegroom is painted with red dye.**

▼ **Luckily for Harry Kim, his crewmates ensure that he eventually escapes from the Taresians' clutches.**

Genetically transformed men are told that all Taresian embryos are transported to other worlds and the children are then born to alien parents; they explain that Taresian children never get to meet their biological fathers.

The Taresians present themselves as friendly planetary neighbors on a mission to bring home their male brethren, but in truth they are predatory, and care nothing for the well-being or even the lives of the men they ensnare.

Men serve only one purpose on Taresia: to impregnate Taresian women. Each male will foster multiple children with several wives. The men feel tremendous pressure to stay on Taresia, both from the call of their now mutated DNA, and the women who love and dote on them. New male recruits find it virtually impossible to resist Taresian women.

Three Taresian women choose a man to be their husband; once they have done so, a wedding and fertility ritual takes place. The wedding ceremony begins with the sound of a glass gong and the words "Let us be joined". The 'groom' is surrounded by numerous women, each wearing a red veil and carrying a long staff.

Bonded forever

The women circle the man in a ritual manner, and place a narrow, black blindfold over his eyes. They paint his face with circles of red dye over his right temple, left neck, and left forehead. His hands are then tied together, symbolizing the traditional linking of the man to his wives forever; after the wedding, he will be neither expected nor allowed to mate with anyone else. When the ceremony is over, the women bang their staffs on the floor twice, and march their

blindfolded husband out of the wedding room.

Once the Taresian women become pregnant, they nucleate a large number of their husband's cells in order to collect enough genetic material for multiple conceptions. As the husband's cells are nucleated, he is slowly killed off, and his body is reduced to an extremely decomposed state in just four days. It is rare for any male to escape the snare of the Taresian women's web; **Lt. Harry Kim** of the **U.S.S. Voyager NCC-74656** is one of the few who has lived to tell the tale.

Unsurprisingly, the

Taresians have enemies, but their technologically advanced starships have the capacity to attack three enemy vessels simultaneously and are a formidable foe. Their near-neighbors the **Nesari** frequently suffer at their hand, and even the **U.S.S. Voyager** is no match for their tactical superiority.

Worrying rumors

The Nesari, while unsure of what actually occurs on Taresia, are sure that the women are up to no good; there are rumors that anyone who goes 'home' to Taresia does not come back alive. Though Taresians engage in battle with their

GALAXY FACTS

▶ The Taresians have created a highly sophisticated defense, a high polaric density field around their world.

▶ The best means of attack is to prevent the Taresians from reproducing. The Nesari, their sworn enemy, look out for incoming ships on which they can detect Taresian genetic codes and attack them, preventing the males reaching the surface.

enemies, they claim to do so out of self-defense. They have no real interest in fighting or destroying anyone, but believe that the Nesari are determined to destroy them.

GIVING IN TO SEDUCTION

A life of luxury

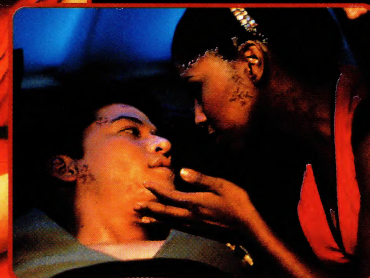
Upon finding out that they get to have multiple sexual encounters with these very beautiful women, and that each man is entitled to three wives, most victims generally think life can't get any better. Prospective wives

nurture their 'husband' in numerous erotic ways, including giving massages, anointing their foreheads with the soothing essence of Ricco flower oil, and engaging in suggestive conversation.

▶ Visiting males find it hard to resist the charms of the seductive Taresians.

▶ The Taresian women are understandably attentive to their new husbands; the survival of their race depends on it.

▶ The mating process kills most males within four days. Their mummified corpses look as if they have been sucked dry.



DNA structure, effectively rendering him a Taresian. Affected males develop Taresian facial markings, and new 'genetic memories' are awakened, enabling them to 'remember' many things about Taresian history, culture, and language. At first, the infected male may be struck by an intuitive knowledge about Taresia and the area of space where it is located, leading him to seek it out. Soon, he will be convinced by the women of Taresia that he has finally found his true home.



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 18

RISA



STAR SYSTEMS

Risa is a planet dedicated to pleasure. Here, the native inhabitants are more than happy to cater to the wishes of every visitor.

Risa is a **Federation** colony which has become one of the most popular holiday resorts in the **Alpha Quadrant**. This tropical **Class-M** planet is noted for its gentle climate, beautiful beaches, and, in particular, for its sensual delights.

The planet is a lovely jewel shining brightly in the dark sea of space. Beaming down to the surface for the first time must be like the experience of early seafarers on Earth when they first encountered the warm shores of tropical islands after a long sea voyage. This analogy is particularly apt

since Risa is essentially a waterworld, dotted with a seemingly endless string of tropical islands.

Paradise found

Risa has no cities, but across the face of the planet there are resort facilities that blend into the landscape of the islands. They are always set amidst sheltering trees and broad green lawns, and are surrounded by lush, tropical foliage. The facilities have been constructed for a single purpose: to entice visitors to the planet.

Typical of these secluded enclaves is **Temtibi Lagoon**, a favorite stopover for **Starfleet** personnel. The

Risa is a planet of outstanding natural beauty, and most of the views are spectacular. Accommodation is ideally situated to make the most of cascading waterfalls and lush vegetation, a welcome tonic for weary visitors.

Lagoon's chief facilitator, **Arandis**, is a beautiful humanoid who was once a close friend and lover of **Curzon Dax**, the **Trill** who preceded **Jadzia Dax**, science officer of **Deep Space Nine**.



PARADISE FOR SOME

Sensual delights

Risa is renowned throughout the Galaxy as one of the best holiday destinations in the Alpha Quadrant. Thanks to its controlled climate, the planet has evolved into a divine utopia for lovers of sun-kissed sandy beaches and exotic, lush backdrops. The people of Risa greatly enhance this reputation by going out of their way to make travelers feel as welcome as possible, and cater for their every need. The open, liberated sexuality is also a favorite reason for some to visit. Displaying the native Horga'hn statue is a way of announcing a desire for 'jamaharon', a mysterious sexual rite in which the Riseans are only too willing to participate and share.

Quark enjoys the company of his new friends. For some, Risa is the perfect holiday setting: accommodating inhabitants, wonderful weather, and beautiful scenery.

Risa has two suns, and they produce a spectacular sunset over the beautiful landscape. The weather is artificially controlled, and is always perfect.



Designation Risa

Class M

Quadrant Alpha

Inhabitants Humanoid

Government Under Federation protection.
Environment Artificially controlled by a sophisticated weather modification matrix.

Features Landscaped gardens, lush vegetation, large stretches of golden sand with blue oceans, many inland waterpools.
Laws No crime is recorded due to everything being readily available.

Starship log STAR TREK: THE NEXT GENERATION 'Captain's Holiday'; STAR TREK: DEEP SPACE NINE 'Let He Who Is Without Sin'



Jadzia Dax enjoys relaxing on Risa, but **Worf** is more reluctant to succumb to its pleasures.





STAR SYSTEMS

The Guide to the STAR TREK Galaxy

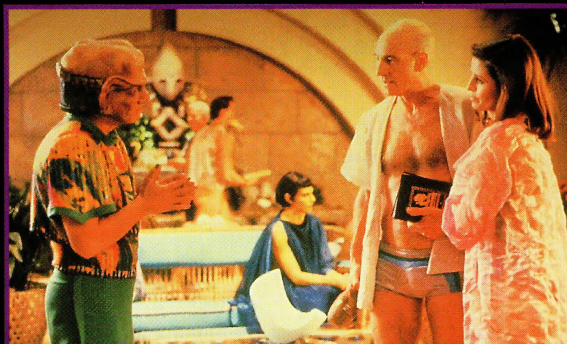
FILE 4 CARD 18

RISA



STAR SYSTEMS

Commander Riker is an avid proponent of the pleasures and delights to be found on Risa, and is keen to return as often as his Starfleet duties permit.



Captain Picard gets more than he bargains for when persuaded to take a break on Risa. Thanks to an encounter with the mischievous Vash he gets little rest, but embarks on an adventure he finds most stimulating.

The native population of Risa is humanoid, but is always outnumbered by offworld species who have come to partake of the pleasures they and their planet have to offer.

Relax and unwind

Romance and hedonistic pleasures are the trademark of a Risean holiday. Whether it is long moonlight strolls along the beach, relaxing in one of the planet's hot springs, enjoying a vigorous body rub followed by a luxurious **reyamilk** soak, or just relaxing on the lawn under the warm double

suns, this planet has many delights.

Every room on Risa has virtually the same stunning view, most often overlooking sun-drenched beaches and brilliant blue-green seas, framed by swaying palm trees. The windows are always left open to allow the tranquil breezes to waft through.

There is no security on Risa, simply because there is really no need to steal anything. Everything is for sale. Risa has no currency of its own, but will accept the currencies of any world, from **gold-pressed latinum** to the

Cardassian lek. As a Federation colony, Risa also enjoys the full protection of **Starfleet** should it ever be needed.

No weather worries

The planet's tranquillity has been the focus of Risa ever since the wild, tropical jungle that is the planet's original state was tamed by a sophisticated weather control system. Today, the climate is artificially controlled by this highly advanced weather modification matrix, which detects and dissipates dangerous meteorological disturbances in the planet's

atmosphere before they can ruin your holiday.

The weather net on Risa not only sustains stable weather patterns across the planet, but it even helps to maintain geological stability; without it, the planet's environment would quickly revert to one of dense jungle and high rainfall, and it would no longer be paradise.

Risa was never heavily colonized before because of its untamed environment prior to the weather net, but as technology turned the world into a paradise, many visitors have made

GALAXY FACTS

The weather control system is sabotaged in 2373 by the Essentialists Movement, who protest at the hedonistic lifestyle espoused on Risa.

Risean tapestries and perfumes are specialties of the planet and are often bought as souvenirs.

Risa was the last resting place of the fabled Tox Uthar, a device that could halt nuclear reactions within a star.

sure it is one of the most popular holiday destinations throughout the Alpha Quadrant.

There are no actual restaurants on Risa, but any kind of cuisine may be obtained at any time, helping visitors to feel at home. The entire population of Risa have essentially become facilitators for the needs and desires of their offworld guests. The motto of the Riseans is quite simple and direct – "all that we have is yours" – and they practice that motto with gusto.

LUXURIATE IN STYLE

Heaven awaits

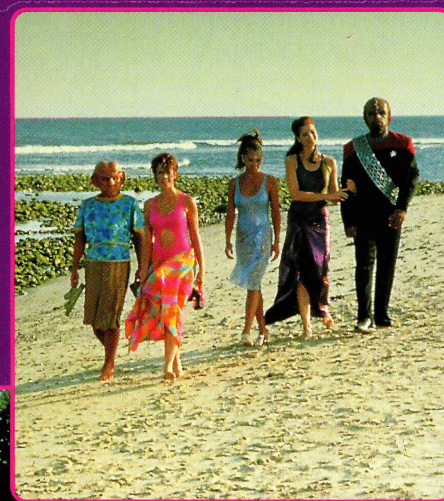
Risa is a dedicated pleasure planet and every amenity is offered to make a visitor's stay most pleasurable. The accommodation is designed to make the most of the enchanting views, and is sumptuously furnished. Outdoor activities are very popular, thanks to the perfect weather and the many stunning locations available,

such as the stretches of fine white beaches by the clear, cool oceans. Personal safety is not an issue; crime is nonexistent as everything is readily available to anyone who asks. The Riseans proclaim, "all that we have is yours", so when planning your next holiday, remember that Risa awaits the pleasure of your company.

Some of the visitors from **DEEP SPACE NINE** take a leisurely stroll across the soft, sandy beaches. Worf is one of the few holidaymakers not to be seduced by the charms Risa offers.

Guests unwind in the tropical, well-kept gardens, enjoying the calming surroundings and temperate climate that are maintained all year round.

The atmosphere on Risa is very relaxed and tranquil. Visitors are encouraged to indulge themselves in all the facilities that are on offer, including sensual massages and fine foods.



SEE OTHER FILES...

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DEEP SPACE NINEFile 70



THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 20



THE
KLINGON
EMPIRE

KLINGON MUSIC AND POETRY

Klingon music and poetry is integral to the fabric of Klingon society. It is through these mediums that Klingon legend and history has traditionally been passed down to each new generation.

Klingon music is performed only occasionally beyond the borders of the Empire, but it plays a critical role within Klingon culture.

Warriors have long celebrated Klingon deeds in song and story, often elevating them to the status of legend and mythology.

"Great deeds are deeds worthy of song", Chancellor Gowron once said, speaking on behalf of Klingons everywhere who believe that a great battle

should be relived through verse. Indeed it is possible that some of the appeal of engaging in battle may be the prospect that, when the fight is over, those who participated will have their deeds remembered in this way.

A fine art form

Of all Klingon musical forms, it is Klingon opera that is the most revered. The **ghe'naQ**, which is the word for opera in the Klingon language, is not light entertainment in any sense. The audience is

▶ *Jadzia Dax is one of the few outsiders who listens to and fully appreciates Klingon opera. She is a true aficionado thanks to Dax's previous host, Curzon, being familiar with Klingon culture.*

▼ *Klingon instruments reflect their warrior culture, and are often adorned with ferocious-looking animal claws.*



often required to bring as much to the performance as the performers.

Klingon opera is a cultural experience

that celebrates the rich Klingon past, preserving a racial destiny that lies in the heart of every true Klingon. Because this historic form of music is so deeply Klingon, not to mention incredibly loud, in its performance, its impact is often lost on a non-Klingon audience.

Klingon opera, like certain foods and drinks, can be considered a learned enjoyment that takes time and effort to appreciate. It requires a dedicated commitment from the listener to be truly savored.

The structure and form of Klingon opera as enacted

EPIC POETRY

Immortal lines

Like Klingon song, their poetry usually reflects brave deeds and prowess in battle, but it can also have a cutting edge. G'Trok penned 'The Fall of Kang' which, while listing the brave warrior's feats, ends with the lines, "So honor the valiant who die 'neath your sword/But pity the warrior who slays all his foes", a subtle

reminder to the aged warrior that there is no greater stigma than dying of old age. Kang eventually does die in battle, but other elderly Klingons, such as Dahar Master Kor, still seek the glorious death in battle that will ensure they are remembered fondly.



▶ *Kahless, and the legendary first bat'leth he forged from a lock of his hair, feature in many of the most epic Klingon poems.*

▼ *Worf engages in mock battle with the evil tyrant Molor in an operatic recreation of a defining legend of Klingon history during the Kot'baval Festival.*



▼ *Worf enjoys watching the street opera at the Kot'baval Festival. He is immensely proud, as most Klingons are, of their rich heritage, and opera is one of the key mediums they use to celebrate this.*



The Guide to the STAR TREK Galaxy

FILE 11

CARD 20

KLINGON MUSIC AND POETRY



GALAXY FACTS

▶ When Jake Sisko complains to his father, Captain Benjamin Sisko, about having to study Klingon opera at school, the elder Sisko has to admit that he too is no great fan of the art form.

▶ Lt. Worf, relishes playing Klingon opera at earsplitting decibels on the communications system of the U.S.S. Defiant NX-74205. Worf is a particular fan of the performance of Barak-Kadan.



▶ *Klingons not only sing of glorious battles past, but often sing during the battle itself, to inspire their courage.*

today is nearly identical to performances in the time of **Kahless**. It is, in fact, this very timelessness that is the soul of Klingon opera, and that lends it weight and importance.

Stirring the soul

Klingon opera, when true to its form, will inspire, excite, encourage, and stimulate those who listen. It should provoke the true spirit of being a Klingon in those who hear it.

It is maintained by those with expertise that all traditional Klingon music, particularly opera, should be performed only by those who have had a great deal of training in the art. To act in a Klingon opera can be considered analogous to preparing for a **bat'leth** contest. The historic ritual



▶ *The climax to the opera occurs when Kahless steps up to defeat Molor. This dramatic rendering serves to inspire each new generation.*

events are a common thread in many Klingon operas. Sometimes the plot of a Klingon opera may be an original story, but most often it is the retelling of a notable event in the Empire's history. Through the opera, these events will continue to endure.

Understanding history

The **Kot'baval Festival** is one such operatic celebration of one of the defining moments of Klingon history. This street opera recreates how the most famous Klingon warrior, **Kahless the Unforgettable**, defeated the evil tyrant **Molor** and united the Klingon people.

maneuvers are very much alike and both require deep commitment and dedication; there are precise forms to learn, and complex rules which take years of practice to master.

The opera performers employ a kind of 'short-hand' in their performances which is understood by a knowledgeable audience. For example, a certain arm movement can convey that a great battle has been fought and won. Each action is stylized, often

exaggerated or condensed, and is always unnatural in order to produce the required symbolism.

The libretto, or words, of a Klingon opera are sung in **no'Hol**, an ancient, archaic language that is now used only for such theatrical performances and certain ritual events.

The stories acted out in a Klingon opera come from a variety of sources: famous works of literature, ancient legends, historic battles, or a noble death. Militaristic

Every year this legend is retold with the audience taking an active part. In this way, young Klingons are educated not only to understand their heritage, but are emotionally instilled through the music to pursue their own glorious deeds.

To truly understand and appreciate Klingon opera is to understand and appreciate the deep rich heritage and culture of the Klingon Empire. True devotees of this form will spend much time and effort not only to experience their favorite operas, but to learn to sing the original. Their passion for this music is one of the things that makes them Klingon, and they will never understand why other races fail to see its appeal.

SECRET PLEASURE

Select art form

Worf is a particularly keen student of Klingon music, and appreciates all the aspects that make a good opera. This highly charged art form causes the Klingon blood to quicken and encourages new generations to maintain their honorable traditions; many of the defining moments in Klingon history are written into an opera, so that the valiant deeds of the past are never forgotten. But perhaps it is because the music is so inextricably linked to history that many non-Klingons find it difficult to appreciate.

▶ *Worf takes every opportunity to enjoy Klingon opera, and is keen to test out his own vocal talents.*



▶ *As Klingon opera is not terribly popular with other species and is best when played loud, Worf often finds that he has to listen and perform it on the U.S.S. DEFIANT when it is not in use, so as not to disturb his colleagues.*

▶ *Worf requests some Klingon Opera from Amarie, a musician in a bar on Qualor II. Like many non-Klingons, she is not keen on this musical form, but has learned enough to play a little. Worf sings along to her efforts.*



STARFLEET ACADEMY

SHIP HANDLING

ESCAPE FROM ACETON ASSIMILATORS

Situation:

The *U.S.S. Enterprise NCC-1701-D* is caught in an asteroid field containing deadly energy draining aceton assimilators.

Factors:

- Any evasive movement can be lethal. There are thousands of aceton assimilators in the asteroid field.
- The aceton assimilators feed on the ship's power supply to produce deadly radiation. If the shields are drained, the crew will die.

Courses open:

- Run minimal life support and wait for help to arrive.
- Use the ship's computer to navigate out of the asteroid field.
- Use manual controls to maneuver out of the asteroid field.

Plan:

- Cut ship's power to minimum life support.
- Use computer simulations to test all options.
- Use the gravitational forces in the asteroid field to maneuver out.



▲ The *U.S.S. ENTERPRISE* investigates the *PROMELLIAN BATTLE CRUISER* in the *Orelious IX* asteroid field. The ship has been derelict for more than 1000 years, due to the aceton assimilators.

In 2366, the *U.S.S. Enterprise NCC-1701-D* is on a mission to *Orelious IX*, to chart the battle in which the *Menthars* and *Promellians* fought to their mutual extinction. On arrival, the ship encounters a 1000 year old vessel, the *Promellian Battle Cruiser Cleponji*, and becomes enmeshed in the same booby trap that destroyed the ancient vessel.

The *Enterprise* is surrounded by a field of 100,000 **aceton assimilators**, primitive generators that can drain power from a remote source and convert the energy into lethal radiation.

Captain Picard and his crew are unable to pull the *Enterprise* free, and the aceton assimilators continue to drain the ship's power and decrease the shield strength against the increasing radiation. The final logs of *Galek Sar*, the *Promellian* captain, give no clue as to how to extricate themselves from their predicament.

Picard's attempts to escape the booby trap meets with little success. Firing **phasers** at suspected weak areas of the field only drains power further and increases the radiation bombardment. Powering up the engines doesn't move the ship anywhere, and only increases

STARSHIP FACTS

- The aceton assimilators are still functional more than 1,000 years after their deployment.
- Menthar battle tactics include the Kavis Teke elusive maneuver and the Passive Lure strategy.
- The *Promellians*, a reptilian race known for their simple design elegance, developed the Lang cycle fusion engine.

the problem. **Geordi La Forge** initially suggests turning over control of the ship to the computer, as it can make adjustments more quickly than a human. But after running computer simulations, Geordi realizes the computer isn't fast enough to compensate for the variables. He then decides that they should do the exact opposite; their chances of succeeding will be better if they do everything manually.

It is decided to use impulse engines for a



▲ **Captain Picard** must steer the *U.S.S. ENTERPRISE* out of the asteroid field filled with the aceton assimilators. One wrong move could destroy the ship and its crew. Picard uses gravity to escape.

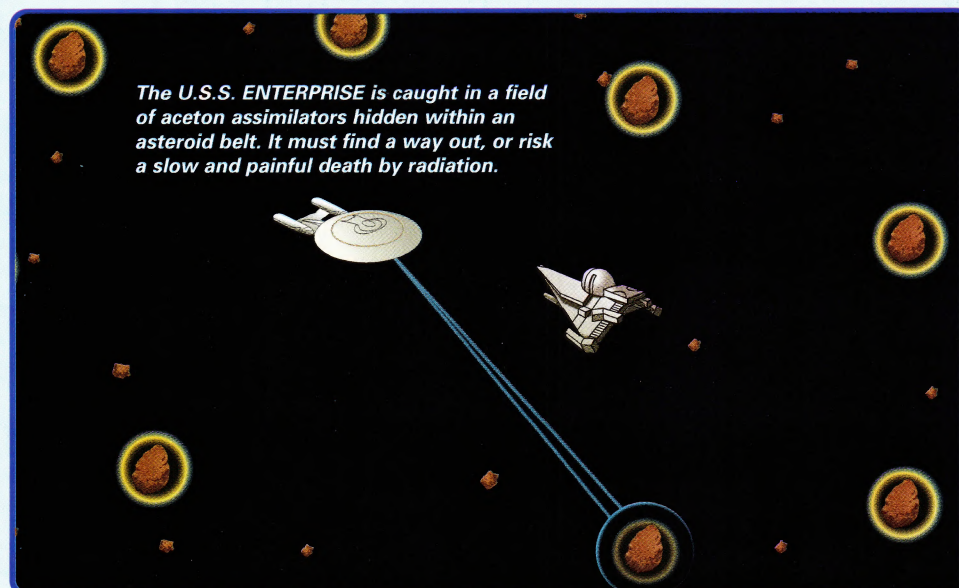
quick blast to beat the ship's inertia, then shut everything down except minimal life-support and thrusters. Everything after that will require manual adjustments to steer the *Enterprise* clear of the asteroid field. Picard then takes the helm from **Ensign Wesley Crusher**.

The crew are warned to brace for any sudden movement as the inertial dampers are on manual. Picard then fires the impulse engines enough to move the *Enterprise* forward.

The way forward

Picard picks his course carefully through the debris field using the ship's thrusters, but the gravitational attraction of the various asteroids reduces the speed of the *Enterprise's* velocity by eight percent; **Data** calculates that the *Enterprise* no longer possesses sufficient momentum to clear the debris field. Picard fires the port thruster, taking a heading at the largest asteroid yet. The gravity of this asteroid draws the *Enterprise* closer and closer, and in doing so, the velocity of the ship increases. Picard then fires the starboard thruster, causing the *Enterprise* to whip around the asteroid. He flings the *Enterprise* on a new course, completely out of the debris field.

Once safely clear, Picard orders the destruction of the *Promellian* vessel. **Riker** calls for a full spread of **photon torpedoes** to be fired and destroys the asteroid field.



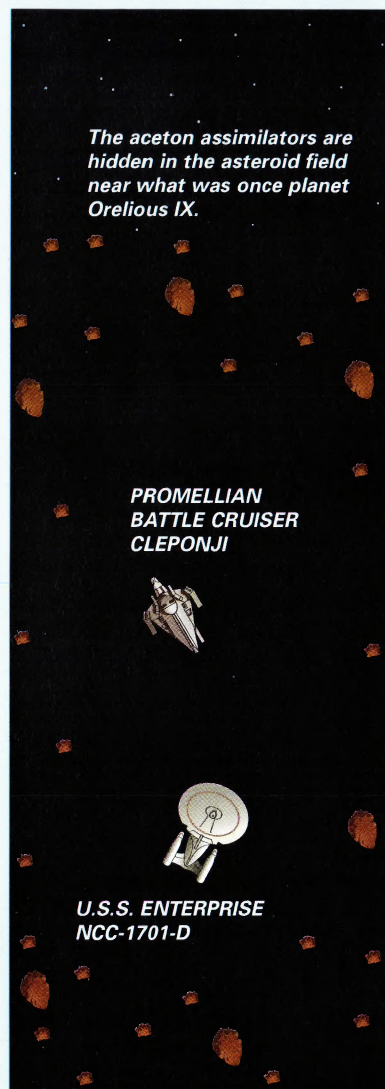
The *U.S.S. ENTERPRISE* is caught in a field of aceton assimilators hidden within an asteroid belt. It must find a way out, or risk a slow and painful death by radiation.



ESCAPE FROM ACETON ASSIMILATORS: STEP BY STEP

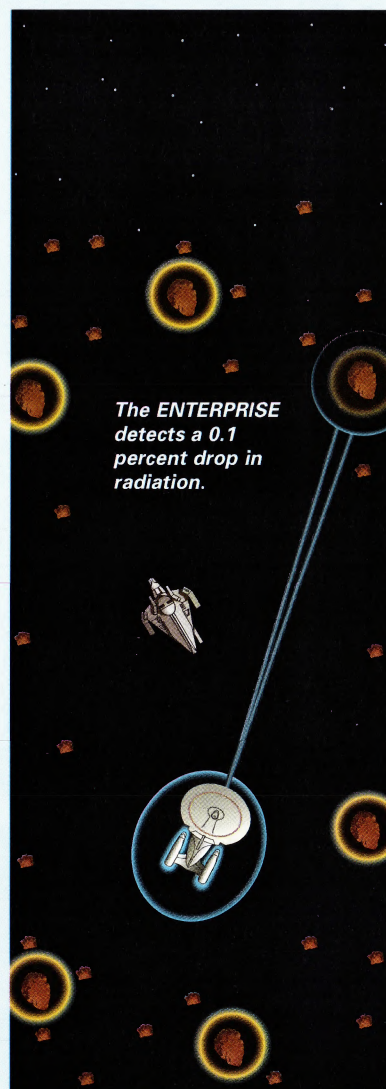
The *U.S.S. Enterprise NCC-1701-D* is being drained of power, and if the deflector shields collapse, then lethal radiation will kill the crew. After running computer simulations, it is decided that manual steering through the field is the best course of action.

1: THE TRAP



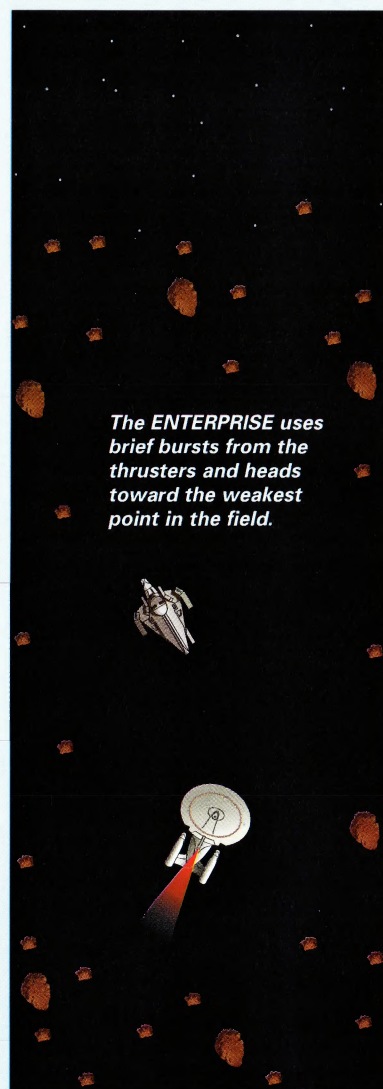
An asteroid field comprised of the remains of planet Orelious IX is the last resting place of the CLEPONJI, a PROMELLIAN BATTLE CRUISER caught by Menthar booby traps that drained energy away from the ship and killed its crew with radiation.

2: THE WEAK SPOT



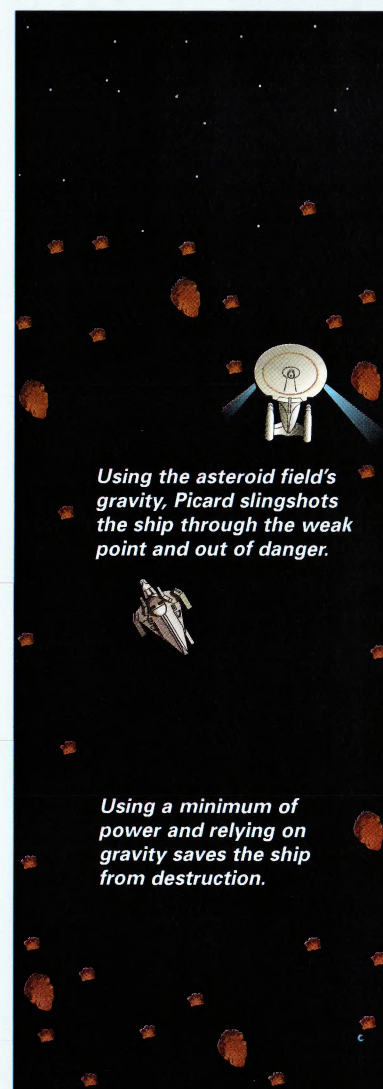
The Menthar booby traps are located within the asteroids to disguise them from view. At this point, all options remain open for the U.S.S. ENTERPRISE crew. A point is located and targeted where radiation levels are slightly reduced.

3: BRIEF THRUST



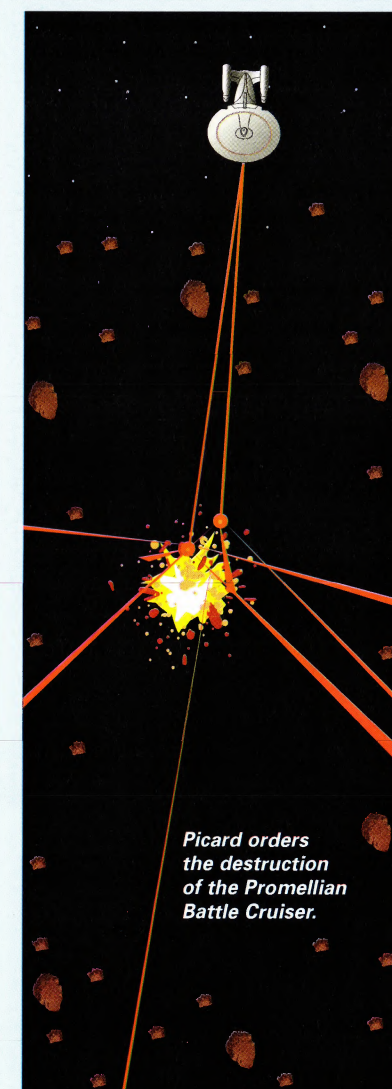
The ENTERPRISE uses thrusters from both the port and starboard sides of the ship. These brief bursts of power provide the impetus for the ship's maneuvers through the asteroid field without endangering the vessel or the crew.

4: USING GRAVITY



Captain Picard takes control of the ENTERPRISE and makes the necessary manual maneuvers around the asteroids, using the gravitational forces within the asteroid field to help slingshot the ship around them. The thrusters provide enough speed.

5: DESTROY SHIP



Picard has no desire to see another ship fall into the same trap as the U.S.S. ENTERPRISE. Once clear of the field of aceton assimilators, he gives the order to turn and fire, destroying the derelict PROMELLIAN BATTLE CRUISER.

FILE 34 THE KLINGON FLEET

Crew of the ROTARRAN

Many of the crew of the *I.K.S. Rotarran* are feeling the strain of the war against the Dominion, and have almost become resigned to dishonor. However, a change of command sees their spirits and fortunes slowly begin to change.

The crew of the *Klingon Bird-of-Prey* the *I.K.S. Rotarran* is a somewhat motley bunch. By the time **General Martok** and **Worf** are assigned to the vessel, morale is at an all-time low. They have not enjoyed a victory against the **Jem'Hadar** for seven months, and the crew believe themselves doomed. **Leskit** is chief among the disgruntled **Klingons**, and at one point he even goes so far as to declare that the **Jem'Hadar** are superior to

the Klingons. Not all the crew feel this way however; his comments quickly bring the wrath of his colleague **Kornan**.

At first, Martok too shows reluctance to engage the enemy, making some of the crew keen for Worf to take over the command. But Worf is sure of Martok's battle prowess if given the right encouragement, and stages a confrontation with Martok which he deliberately loses in order to boost the crew's respect for the



Ch'Targh and his crewmates revel in the sport of taunting Alexander, but they are fostering team spirit rather than being cruel.

general. This proves the turning point in their fortunes. Despite having a depleted and inexperienced crew, the *Rotarran* scores its first victory, and in the coming months, despite the addition of less than perfect new recruits, the ship makes a number of timely interventions in battles with the **Dominion/Cardassian** alliance.

CH'TARGH

Ch'Targh is a typical **Klingon** and enjoys mocking younger members of the crew. He is aware that **Alexander** is **Worf's** son, and uses this to provoke him into a fight. Ch'targh continues to make fun of Alexander, but later comes to think of him as a lucky mascot.



A veteran Klingon warrior, Ch'Targh is quick to torment the young and naive Alexander.

FIRST SEEN: 'Sons and Daughters' [DS9]

DORAN

Doran, daughter of **W'mar**, is one of the young female recruits who find themselves in the front line of battle. The casualties of war have been high, but even **Worf** and **Martok** find it hard to believe that they are so desperate for replacements that this is the best they can do.



Doran lines up with the other new recruits.

FIRST SEEN: 'Sons and Daughters' [DS9]

DAX

Jadzia Dax volunteers to be part of the crew, much to **Worf's** displeasure. Her experience proves invaluable, not just as science officer, but also in raising morale. She swiftly imposes her presence by dealing firmly with the insubordinate **Ortakin**, and by bringing three barrels of bloodwine on board.



Jadzia forms a quick understanding with Tavana and helps to lift the spirits of the crew.

FIRST SEEN ON THE ROTARRAN: 'Soldiers of the Empire' [DS9]

KATOUGH

Katogh, son of **Ch'Pok**, is another of the new recruits sent to the *I.K.S. Rotarran* during the war against the **Dominion**. He is a tall, imposing young man who readily steps forward to offer his allegiance to **General Martok** when asked if he hears the "cry of the warrior calling you to glory". It is unknown if he is related to the famous **Klingon** legal advocate **Ch'Pok**.

FIRST SEEN: 'Sons and Daughters' [DS9]

KORNAN

Kornan is the tactical officer. He oozes contempt from every pore; the number of defeats his ship has suffered at the hands of the **Jem'Hadar** have dented his **Klingon** pride. His disgruntled character is reflected in his non-standard uniform, with its torn-off sleeves adding to his air of menace and danger.



Kornan is beginning to believe the ROTARRAN is jinxed, and that their fate has already been written.

FIRST SEEN: 'Soldiers of the Empire' [DS9]

KOTH

Koth, son of **Larna**, is another of the new recruits aboard the vessel, despite being a stooped-shouldered old man. Koth wants a chance to die a glorious death in battle instead of from old age.

Koth shows that the Klingon lust for battle does not diminish with age. He is eager to fight the Dominion.



FIRST SEEN: 'Sons and Daughters' [DS9]





Crew of the ROTARRAN

LESKIT

Leskit is the cynical helmsman of the *I.K.S. Rotarran*. His renegade air is reflected by his necklace, made from **Cardassian** neckbones. He is insolent to the rest of the crew and suspicious and sarcastic to his superiors after their many defeats.




 **Leskit has long gray hair, but he is not an old man. Perhaps it is a sign of worry, serving aboard what he feels is a doomed ship.**

 **Most Klingons are usually loud and boisterous, but Leskit has a quiet, mean streak running through him.**

FIRST SEEN: 'Soldiers of the Empire' [DS9]

ORTAKIN

Ortakin is one of the more loyal members of the crew, but no less disillusioned. He displays a lack of respect for **Dax** by taking her place at the dinner table.

 **Ortakin is badly beaten when he tries to break up a fight among the crew.**




FIRST SEEN: 'Soldiers of the Empire' [DS9]

TAVANA

Tavana is the engineering officer aboard the *I.K.S. Rotarran*, and is one of the few members of the crew who still thinks the *Rotarran* can achieve victory. She reveals that she has kept her sense of humor, by sharing jokes with **Jadzia Dax**, and seems to enjoy having found an ally to compensate the pessimistic outlook of **Kornan** and **Leskit**.



 **Tavana is the parMach'Kai of Ortakin, and is worried for him after his fight with Kornan.**


FIRST SEEN: 'Soldiers of the Empire' [DS9]

WORF

Worf is looking forward to reviving the honor and pride of the crew. However, problems mount as he reluctantly realizes that **Martok** is not keen to engage the enemy. Worf trusts that Martok still has a warrior's heart, and cleverly stages a duel with him that he deliberately loses. With Martok's confidence regained, and the crew behind him, they win a battle for the first time in months. It is Worf's discipline and experience that is central in turning the crew into proud, fighting warriors again.

FIRST SEEN ON THE ROTARRAN: 'Soldiers of the Empire' [DS9]




 **Worf is faced with a new problem when his son, Alexander, joins the crew. He is dismayed to find how incompetent his son is, but accepts that he should have been a better father to Alexander in his developing years.**

MARTOK

General Martok is a hero of the **Klingon Empire**, but after being a prisoner of the **Dominion** for so long he finds he has to prove himself as a warrior again. The disillusioned crew are unhappy at his unwillingness to engage the enemy, and only thanks to **Worf** does he gain their trust.

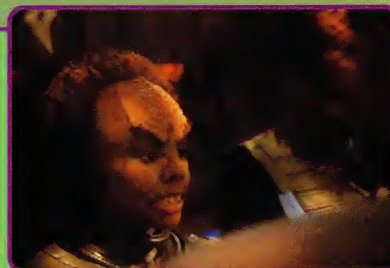



 **Martok turns around the fortunes of the I.K.S. ROTARRAN, with a little help from his first officer, Worf.**

FIRST SEEN ON THE ROTARRAN: 'Soldiers of the Empire' [DS9]

N'GAREN

N'Garen, daughter of **Tse'Dek**, is a proud young recruit who is eager to fight in the war. Indeed, she proves herself a worthy **Klingon** warrior by being quick to lock weapons on an enemy ship and fire in her first battle.




 **N'Garen is a fast learner and shows no nerves in battle.**

FIRST SEEN: 'Sons and Daughters' [DS9]

ALEXANDER ROZHENKO



Much to **Worf's** surprise, his son **Alexander** turns out to be one of the new *I.K.S. Rotarran* recruits. His human upbringing is all too apparent, especially to **Ch'targh** who taunts him into a fight in which he is lucky to escape with his life. He makes a fool of himself by mistaking a simulated battle on the ship's sensors for a real one, and traps himself in a corridor when trying to seal a plasma leak.

 **Alexander uses his time aboard the I.K.S. ROTARRAN to confront his father, Worf, whom he has not seen in five years. Worf knows that he has been wrong to ignore his son, and vows to make amends.**

FIRST SEEN ON THE ROTARRAN: 'Sons and Daughters' [DS9]

FILE 47 BAJORAN PERSONNEL

Leeta: Dabo Girl

A beautiful Bajoran national, Leeta lives on space station *Deep Space Nine*. She works as a dabo girl in Quark's bar, and charms the customers into spending their latinum on food, drink, and games of chance.

SEE OTHER FILES...

DEEP SPACE NINE.....File 27

FERengi PERSONNEL.....File 51

STAR TREK:
DEEP SPACE NINE.....File 70

A hard-working dabo girl, Leeta works for the Ferengi, Quark, in his bar on *Deep Space Nine*. She spins the dabo wheel and encourages customers to bet their latinum with her engaging smile and voluptuous figure, cajoling gamblers with sexy innuendo and promises of riches to be easily won.

Privately, however, Leeta thinks dabo is a sucker's game. In her opinion a real game is dom-jot. If she ran the bar she'd put in three dom-jot tables and two prayko alleys, which, she feels, would make Quark's a lot more fun.

Leeta fancies herself something of an amateur sociologist because her job

allows her to meet and observe a wide variety of species. When she participates in Jadzia Dax's zhi-an'tara, she reveals the depth of her knowledge about Trill culture, details she probably picked up while working.

Working girl

Though the chance to meet interesting aliens on *Deep Space Nine* is infinite, work in Quark's bar is anything but glamorous. Quark does not allow his employees any sick leave, paid vacation, paid overtime, or other benefits one might expect. His inhumane policies are common in Ferengi work contracts, but by 2371 his bar staff have had enough.

When Quark's Bajoran

PROFILE ON A DABO GIRL

NAME: Leeta

LIFE FORM: Bajoran female

STATUS: Member of the Guild of Restaurant and Casino Employees.

FAMILY: Rom [husband], Quark [brother-in-law], Nog [stepson].

REMARKS: Leeta is a fun-loving dabo girl who has hidden depths. She is passionate when standing up for her rights as a worker and fiercely protective of those she loves, as shown when Rom is imprisoned by the Dominion forces occupying the station. She is prepared to risk her life for him.

FIRST SEEN: 'Explorers' [DS9]



Known simply as Leeta, this Bajoran national works in Quark's bar. She is dedicated to her job and enjoys the social contact with other species.

FRIENDS AND LOVERS

★ Leeta and Julian

Leeta and Dr. Julian Bashir are romantically involved for a brief period before eventually separating on Risa.



★ Sociologist

Leeta's diverse contact with other races visiting DEEP SPACE NINE proves valuable; she demonstrates her knowledge of Trill culture when participating in Jadzia Dax's zhi-an'tara.

★ Dedication

Leeta works hard to ensure that all of Quark's customers enjoy themselves at the bar; whether playing dabo or hiring the holosuite. She meets many people and makes several friends.

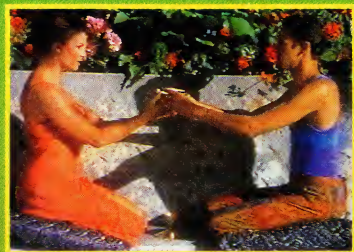
customers are undergoing the traditional month-long **Time of Cleansing** they do not come into the bar, and Quark's profits suffer. To offset his losses, he cuts employee pay by a third, and makes no promises to reverse the cut at the end of the month. Fed up, Leeta joins a union, the **Guild of Restaurant and Casino Employees**, led by Quark's brother, Rom.

Rom's stance against Quark, all the more surpris-

ing and brave given his years of near servitude to his older brother, presents a different side of him to his coworkers. Leeta can't help but be intrigued. Besides, she can't afford a pay cut, and believes in the union's mission. She eagerly participates in the strike, and helps convince patrons to take their latinum elsewhere. The union eventually succeeds in winning a pay rise for all the employees.



Leeta: Dabo Girl



★ Fond parting

During the Rite of Separation on Risa, Leeta and Julian must remember the times they shared before they can part to seek new opportunities.

The stunning Leeta has no shortage of male admirers. For a time, beginning in 2371, she is involved with the handsome young doctor, **Julian Bashir**. Eventually, in 2373, their relationship ends and they travel together to the pleasure

planet **Risa** to perform the Bajoran **Rite of Separation**. The ritual requires a couple who plan to separate to spend several days celebrating their parting and to remember the good times.

While on Risa, Leeta appears to enjoy all the pleasures the planet has to offer, including an intimate massage by a well-built native. The Rite of Separation also involves ending a relationship with dignity and serenity, but as soon as she and Bashir are ready to go their own ways, she confides that lately she has found someone else cute and sexy – Rom.

When they were coworkers, Leeta undoubtedly saw little to admire in Rom. He was continually harassed by Quark and was a rather pathetic figure. But initiating the union reveals an aspect of

Rom no one had seen, least of all Leeta. Her attraction toward the modest Ferengi and his unexpected leadership skills begins to grow.

When Rom joins the station's diagnostic and repair technicians, he is finally in a work environment where he can excel and advance, which Leeta no doubt notices. It is clear that Rom is smitten with Leeta, but he is too shy to tell her what he feels.

Getting together

Leeta suspects he likes her, and she gives him every opportunity to ask her out on a date, but Rom's shyness overcomes him. Frustrated, and perhaps hurt, Leeta accepts the romantic overtures of **Dr. Lewis Zimmerman**, who visits *Deep Space Nine* in 2373. When he offers her the job of managing

the cafe at **Jupiter Station** where he lives, she accepts, perhaps hoping that this drastic move will finally force Rom's hand. And it does. At the last possible moment, Rom professes his love. Delighted, she remains on *Deep Space Nine* and they eventually marry.

Leeta is a compassionate woman. When Rom is held in the brig by the **Dominion** forces occupying *Deep Space Nine*, Leeta is clearly concerned about the fate of her beloved. She is willing to help the **Federation** recover the station, and to assist **Bajor**, but for Rom it appears she would lay down her life. Though they seem a mismatched pair, Leeta the beautiful Bajoran and Rom the unprofitable Ferengi have a strong mutual attraction: their equally kind hearts bind them together.

FERENGİ LOVE STORY

An unlikely romance

When Leeta first meets Rom she finds there is little to admire about Quark's under-the-thumb brother; he appears to be feeble and subservient with no ambition or drive – a stark contrast to her own fun-loving and outgoing nature. Her opinion drastically changes when this 'feeble Ferengi' incites the bar staff to rebel against an unfair pay cut.

Their romance does not take off straight away; standing up to his

older brother is one thing, but Rom is terrified of admitting his feelings to the beautiful dabo girl. Rom finally finds the courage when faced with the prospect of losing Leeta to the visiting **Dr. Lewis Zimmerman**, who wants her to leave with him for *Jupiter Station*.

Just before Leeta is about to leave, Rom tells her he loves her, and is delighted to realize that she feels the same way.

▶ Unspoken love

Chronically shy for a Ferengi, Rom admires the stunning Leeta from afar. He is unaware that she was impressed by the stand he took on behalf of all of Quark's workers and has since been giving him every opportunity to make the first move. She tells Julian Bashir that she finds Rom "cute" and "sexy".



◀ Hard work

Leeta is dedicated to her work at Quark's, but she is angered by the way Quark treats his employees. Her working conditions are in total contrast to the glamorous image that she presents, with no paid sick leave and low wages.



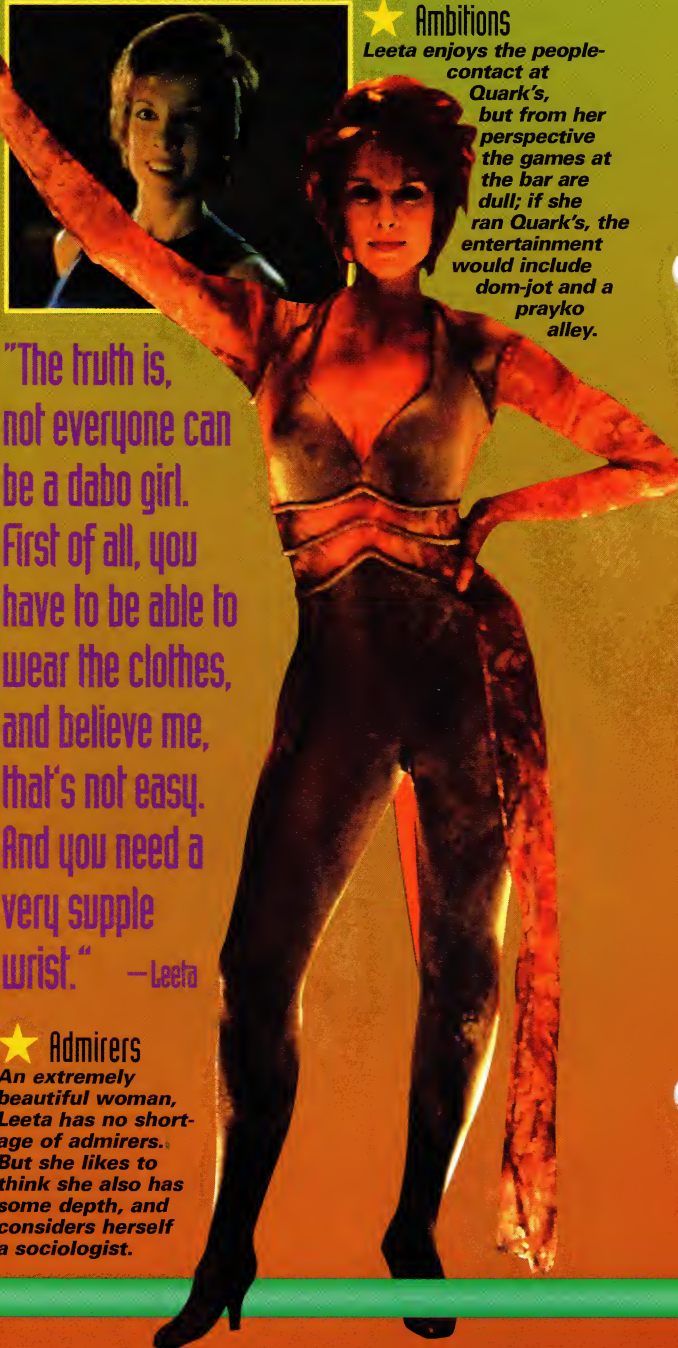
★ Ambitions

Leeta enjoys the people-contact at Quark's, but from her perspective the games at the bar are dull; if she ran Quark's, the entertainment would include dom-jot and a prayko alley.

"The truth is, not everyone can be a dabo girl. First of all, you have to be able to wear the clothes, and believe me, that's not easy. And you need a very supple wrist." —Leeta

★ Admirers

An extremely beautiful woman, Leeta has no shortage of admirers. But she likes to think she also has some depth, and considers herself a sociologist.



B'Elanna Torres: Klingon Heritage

Often at odds with the mixed DNA that gives her a unique appearance and perspective, the half-human, half-Klingon B'Elanna Torres has mixed success in her struggle with her Klingon heritage.

B'Elanna Torres is half human but, perhaps because her Klingon facial features are so defining, she often refers to herself

as simply Klingon.

Growing up in a mainly human colony on **Kessik IV**, Torres was one of only two Klingons on the planet – the other was her mother – and she grappled with feeling different from a young age. When she was only five, her father disappeared from her life, leaving his wife to move back to Earth. B'Elanna believed it was because she looked Klingon, and this belief proved to be damaging; growing up, she spent much of her time trying to conform to human standards of appearance and behavior, often without success.

During this time, what B'Elanna truly wanted was to be fully human. When she and her mother later moved to the Klingon homeworld, **Qo'noS**, her mother tried to instill in her respect for the warrior

traditions of Klingon culture and society, but the only result was that B'Elanna ended up alienated from both her parents.

Short fuse

By the time B'Elanna was a cadet studying engineering at **Starfleet Academy**, her temper was often out of control. It was perhaps due to her Klingon stamina that she was a successful member of the academy's decathlon team, but that was not enough in her mind to overcome her limitations. She felt that her temper was solely due to her Klingon heritage, and that her problems with Starfleet discipline were impossible to overcome. She dropped out of the academy during her second year, in spite of promising

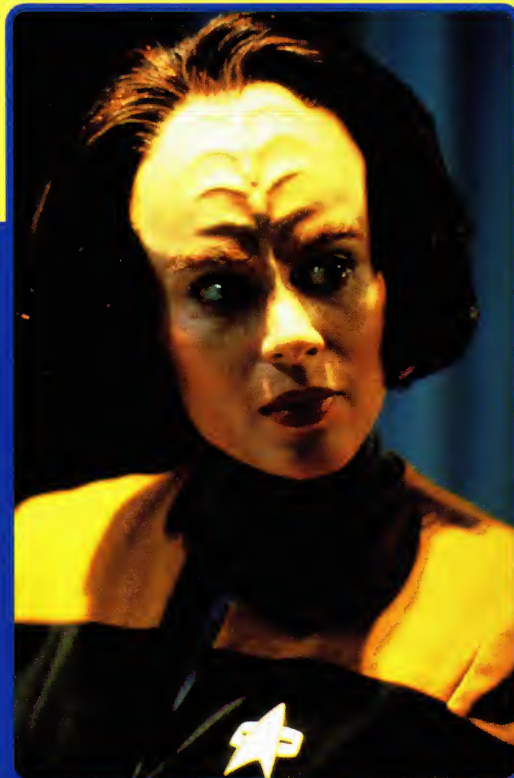
PROFILE ON A KLINGON

CONFLICT: B'Elanna is born on Kessik IV; she and her mother are the only Klingons on the colony.

CONFLICT: When B'Elanna's father leaves, she believes that it is because he hates everything Klingon.

CONFLICT: B'Elanna blames her failure at Starfleet Academy on her Klingon nature, believing it to be incompatible with a Starfleet career.

CONFLICT: B'Elanna's quick temper makes an initial bad impression on her new **U.S.S. Voyager** crewmates.



▲ **Torres has spent much of her life as the only Klingon among humans, and has used her DNA as an excuse for her quick temper. The only Klingon in the Delta Quadrant, she has finally come to accept this side of her heritage.**

STEALING DNA

★ Klingon rage

The fully Klingon B'Elanna is wild, angry, and aggressive, but she benefits from the strong sense of honor innate to all Klingons.



★ Split in two

B'Elanna is split into two people when the Vidi'ians separate her human and Klingon DNA during an experiment.



★ Human weakness

The human B'Elanna is frightened by her predicament.



★ Face to face

Confronted with a stark insight into both sides of her personality, B'Elanna gets a clear picture of the advantages of both.

recommendations for reacceptance by her instructor, **Professor Chapman**.

After her short stint at Starfleet Academy, B'Elanna joined the rebellious colonists the **Maquis** in the **Cardassian Demilitarized Zone**. They were able to make use of her engineering skills, and her quick temper and

propensity for battle were also to their advantage.

Torres's human thinking makes her a good strategist; her Klingon impulsiveness makes her quick to act, but sometimes leads to her making critical errors in judgment. For instance, when she takes it upon herself to reprogram a Cardassian torpedo, she

B'Elanna Torres: Klingon Heritage



★ Day of Honor

Far from home, B'Elanna uses the U.S.S. VOYAGER's holodeck to help her observe Klingon events such as the Day of Honor.



★ Tuck in

Neelix does his best to produce authentic Klingon dishes to mark important rituals and holidays.

doesn't take into account the new instructions may make the redirected weapon a threat to innocent people.

Since her arrival in the **Delta Quadrant**, Torres has had to face her Klingon heritage in a series of challenging ways. She is the only known Klingon in the entire quadrant, and as such becomes the object of experiment by more than one alien species encountered by the **U.S.S. Voyager NCC-74654**.

First, she is examined by the **Caretaker** to see if her genetic material might be used for reproductive purposes. Then the **Vidians**, believing Klingons to be immune to the **phage**, use their technology to extract all of her Klingon DNA. Their experiments split her into two distinct people, but the results are inconclusive; the Klingon B'Elanna escapes, and rescues the human one, who eventually reaches safety.

This meeting between the fully Klingon and fully human B'Elannas illustrates that neither is complete without the other. Each part of B'Elanna contains strengths and weaknesses, and neither could survive alone. The Klingon B'Elanna honorably sacrifices herself so that the human one can continue to exist, but it is only when the Klingon DNA is reintroduced into B'Elanna's human form that she is assured of survival.

New acceptance

After experiencing both halves of herself separately, B'Elanna is more willing to accept her Klingon side. Newly reintegrated, she even goes so far as to begin to explore the themes of Klingon culture that she had summarily dismissed before. Once she releases her resistance to her Klingon temper, she actually begins to tame it. She becomes a well-rounded person, respected by crew and superiors alike. She begins to find herself appreciating protocols, rules of engagement, and social skills.

Perhaps the greatest challenge she faces as a Klingon in the **Delta Quadrant** is the **Day of Honor**. With **Tom Paris's** help, she creates a **holoprogram** to recognize this important Klingon ritual, the day on which every Klingon examines their behavior over the previous year to find out if they have lived up to the best of Klingon principles. **Neelix** even makes **blood pie** for her, a traditional dish.

However, she is annoyed when asked how she has proven herself worthy. She does not live among warriors, and is unable to relate her experiences in the **Delta Quadrant** with those of a typical Klingon warrior.

Her answer is less

than impressive to the challenging holographic Klingon warrior, and he informs her she will be required to endure great hardship in order to test her mettle. She is to endure the **Ritual of 20 Painstiks**; after that, she is to engage in combat with a master of the **bat'leth**, then end her ordeal with a hop, skip, and a jump over the sulphur lagoons of **Gorath**. None of these things appeal to Torres.

It turns out, though, that fate intends to challenge her much

more than any holoprogram ever could. It takes ejecting the **warp core**, losing in the attempt to retrieve it safely, having her shuttle explode, and her oxygen supply cut short by ionic storms to get her to finally declare her love for fellow **Voyager** officer **Tom Paris**. But once B'Elanna does tell him she loves him, she is happy to die, knowing that, at least in one moment, she exhibited true courage. Luckily, she is rescued, and lives to be challenged again.

HOLDING HER OWN

Fighting tradition

B'Elanna found a home with the Maquis, a place where her temper would not blind people to her abilities as an engineer. When she first comes aboard the **U.S.S. Voyager**, it seems that her Klingon temper may get in her way, but she soon proves herself to be an excellent engineer and a valuable member of the crew; her methods may be unorthodox, but she will put up a determined fight against any enemy, be it a particularly difficult engineering problem or a hostile alien race.

▼ Honing the warrior spirit

B'Elanna's Klingon heritage ensures that she is a brave warrior who is never afraid to engage in a good fight.

▼ Blood fever

B'Elanna's self-control is pushed to the limit when Ensign Vorik's unwelcomed advances infect her with the blood lust of the Vulcan Pon farr.



▼ Resisting experiments

When the **Caretaker** kidnaps her in his search for a suitable mate, B'Elanna does not give in to the **Ocampa** without a struggle.



"When I was a child, I did everything I could to hide my forehead. Hats, scarves, you name it."

—Torres to Paris

Korob and Sylvia

Encountered on Pyris VII, the avian-like life forms Korob and Sylvia use a powerful thought-transmutation technology to create a frightening world.

OTHER CARDS IN THIS FILE...

- 9 BELE AND LOKAI
14 GORGAN
27 SARGON

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STARFLEET PERSONNEL.....File 43
STAR TREK:
The Original SeriesFile 68

The bizarre aliens known only as **Korob** and **Sylvia** are encountered by a landing party from the **U.S.S. Enterprise NCC-1701** on **Stardate 3018.2**. In their natural form, Korob and Sylvia are small avian-like forms with blue fur; instead of a face, each head features a clutch of delicate tentacles. Though discovered by **Starfleet** officers on the planet **Pyris VII**, they apparently cannot survive conditions on a **Class-M** planet unassisted, and are believed to originate from another galaxy.

Their natural forms are anything but human, but they use a device called the **transmuter** to direct and amplify the power of their minds, allowing them to change their forms at will and to manipulate energy and matter. It can also transport matter over

intergalactic distances. They seem to be aware of the **Federation** and have access to technology advanced enough to bring them to Pyris VII; they speak of their duty to the **Old Ones**, their rulers, who have no experience with physical sensation, and claim that their purpose is to study other life forms and cultures. Korob gives the impression that he just wants to complete the job and go home, but Sylvia, seduced by the physicality of her body, wants to stay and enjoy her new form.

Magic or science?

Both seem uncertain whether the things they do with the transmuter are magic or science. How it came into their possession

★ **Precious stones**
Korob tries to bribe Kirk with a plateful of valuable gems.

BLACK MAGIC?

★ **The heat is on**
Sylvia uses a form of sympathetic magic to heat up the hull of the orbiting U.S.S. ENTERPRISE.



★ **Claws of a cat**
Using the power of the transmuter, Sylvia transforms into a gigantic black cat, a figure of superstition from old Earth legends. But Captain Kirk eventually dispels the illusion.

★ **True forms revealed**
Their transmuter destroyed, Korob and Sylvia revert to their real forms before dying.

PROFILE ON KOROB & SYLVIA

NAMES: Korob and Sylvia

LIFE FORMS: Avian-like species of unknown origin, presumed extra-galactic.

FIRST ENCOUNTERED: Pyris VII, Stardate 3018.2

ABILITIES: Korob and Sylvia use a technology capable of reading subconscious minds, converting thought into matter and energy. Together they create a 'haunted' world, but they do not always seem sure of their mission or purpose.

CURRENT STATUS: Deceased.

FIRST SEEN: 'Catpaw' [TOS]



▲ **Explorers from outside the galactic barrier,** Korob and Sylvia use their transmuter devices to torture and manipulate the crew of the **U.S.S. ENTERPRISE** by extracting images from Earth superstition from their minds.



is also unknown, though it was presumably supplied to them by the Old Ones.

When using the wand-shaped transmuter, Korob takes the human form of a large, bald man with a short brown beard. He wears a yellow caftan with a silver hood that he keeps down. Like the other accoutrements of the world he and his colleague create, this symbol is obviously meant to inspire a subcon-

scious response from the *Enterprise* landing party, fashioned as it is after the robes of mythical wizards. Korob prefers to maintain his chosen human shape at all times.

When first encountered, Sylvia is a normal Earth-type black cat, which **Captain Kirk** and his party mistake for Korob's familiar. Later, when stalking Korob and the men from the *Enterprise*, she becomes

Korob and Sylvia

★ Witch and wizard

Korob and Sylvia rule the lifeless world of Pyris VII with a power that seems to be magic, but is more likely strange technology.

★ Prisoners or pawns?

Kirk and Spock are held by the aliens as the lives of the U.S.S. ENTERPRISE crew, who are orbiting the planet, hang in the balance.



★ Human nature

Kirk tries to confuse Sylvia with human emotions such as love and attraction.



a much larger animal. Sylvia knows how to use her powers to her best advantage; when attempting to convince Captain Kirk to join her, she manifests herself as a seductress, wearing a variety of exotic clothing and hairstyles, and her most common appearance is as a beautiful, dark-haired human woman. Unlike Korob, Sylvia is interested only in power, and in her newfound ability to experience the physical sensations which her human body allows her; Korob is more sympathetic than his companion to the discomfort they are causing their Starfleet visitors.

Confused mission

At best, Korob and Sylvia seem ambivalent about why they have come to Pyris VII. At one moment they seem to have purposely attracted the *Enterprise* to their planet; at another, they order the ship to leave, then demand to know all about Federation science. Later, Sylvia says that her people need the humans' dreams and imagination, but most of the time Korob and Sylvia don't really seem to know what they want. They frequently argue among themselves, and though it does appear that they have some kind of agenda, they never reveal the exact details of their mission.

With information they take from

the human subconscious, Korob and Sylvia create a dark, frightening world full of witches, dungeons, spider webs, and other symbols they hope will frighten the crew of the *Enterprise*.

Castle of nightmares

The castle in which they present themselves has a dungeon that is fitted out with manacles, torture equipment, and the remains of

earlier victims. Sylvia claims it is a simple matter to probe and control humanoid minds. She threatens the landing party, claiming that she can forcibly extract the information she wants from their minds.

However, Korob and Sylvia are not as proficient as they believe. When they try to tap the conscious minds of Kirk and his people, they miss, reaching the subconscious instead; hence their concentration

"Captain Kirk, can you hear me? There is a curse on your ship. Leave this place ... or you will all die!" — Korob

on the irrational, on what humans would consider to be nightmares.

Sylvia does however demonstrate a reasonably competent facility with sympathetic magic. She claims that she killed one of Kirk's crewmen by creating an image of him and then killing it, and later she raises the air temperature aboard the real *Enterprise* by dangling a model of the ship over a candle flame. Korob stops more crew members from beaming down by encasing the model in a block of transparent material. However, it is probable that all these tricks were performed with the help of the transmuter.

After the device is broken, Sylvia and Korob revert to their natural state and evaporate into smoking ruins, taking their secrets about their true mission and their homeworld with them.

THE TRANSMUTER

Magic wand

The transmuter is a wand approximately half a meter long with a transparent ball at one end. Its power can be easily destroyed by shattering the ball. When this is done, there is a flash of bright white light, and all illusions generated by the transmuter disappear.

It is unclear whether the transmuter is part of a larger, hidden device.



Crystal ball

The crystal sphere at the tip of the transmuter wand glows with energy when it is activated, channeling the power of the device to its target.

Horob's power

The alien Korob wields the transmuter wand as his source of absolute power over planet Pyris VII, using it to warp reality.

Deadly thoughts

The transmuter works by directing and then amplifying the innate power of the alien's thoughts, converting them into matter or images.



The Neural Neutralizer

The neural neutralizer is a revolutionary device used to rehabilitate the criminally insane. It has the potential to do away with conventional prisons, but also has the capacity to control minds and even to kill.

The neural neutralizer is an experimental device used to relax and reshape a patient's mind, aiding in the rehabilitation of criminals. Developed at the **Tantulus Rehabilitation Colony** in 2266, it is used to selectively erase criminal thoughts, allowing the patient to become part of society once again.

The Tantulus Rehabilitation Colony is located deep beneath the surface of the planet **Tantulus V**, and is protected by a forcefield that prevents unauthorized transports and communications. The Colony is jointly administered by the Director, **Dr. Simon Van Gelder**, and his distinguished Assistant Director, **Dr. Tristan Adams**, a man who has done more to revolutionize and humanize prisons and the treatment of prisoners in the last 20 years than the rest of humanity had done in 40 centuries. The Tantulus Colony is considered to be the best facility of its kind, and, with the development of the neural neutralizer, it promises to further the sophistication of rehabilitation methods even more.

The neural neutralizer equipment is located in a special treatment area comprising two small rooms. The control booth is in one room; from here, a therapist can manipulate the strength and duration of the

neutralizer with hand dials. One dial controls the intensity, while the potentiometer master dial is basically an on-off switch. A small window allows the therapist to see the other room where the patient is seated. Communication between the two areas is carried out via a white microphone.

The patient is seated in a lounge-like chair with a black headrest. During treatment, the patient will appear to be in a trance as he gazes at a plate set in the ceiling; this small device whirs and spins, and a colorful light shines downward directly on his head. The neutralizer beam is made of concentric rings; the center consists of a large, white light, and the next ring is ribbed with a narrow band of bluish-yellow lights. The energy for the neural neutralizer is tied into the same high-power source as the colony's forcefield.

Dangers involved

When used properly, the neural neutralizer erases specific information from a patient's memory relating to criminal acts and behavioral problems, providing an alternative to using drugs and chemicals. A person who has undergone a successful neural neutralizer session may speak in flat tones and be somewhat emotionless, but their

▶ **Captain Kirk, Dr. Adams, and Dr. Helen Noel watch from the control room as a patient undergoes treatment.**



criminal tendencies do appear to be removed. Like the former inmate **Lethe**, they will be unable to recall their criminal past.

While the neutralizer can be a humane treatment, it is still necessary to carefully monitor its use. The mind of a patient who has been exposed to too high a setting, or for too long a time, will show an above-normal fluctuating index. Brain pattern and delta waves can also register as abnormal, almost as if the patient is schizophrenic or has tissue damage; small dead areas are apparent where the nerve connections are lacking proper function. A patient trying to remember facts about his life will experience pain. It is also possible to monitor voice patterns to determine how the neutralizer affects the patient's tonal variations. Instead of a normal tone, there are stress and fatigue marks.

For all the advantages the neutralizer offers it can, sadly, be used improperly to put a normal person into an irrationally dangerous state



▶ **Dr. Tristan Adams takes advantage of the power of the neural neutralizer. After spending decades helping psychiatric patients, he uses this device for evil purposes.**

of mind. Innocent people who are exposed to it experience extreme pain when attempting to remember past events, or if they try to avoid acting on suggestions they are given. In this application, the neutralizer becomes a cruel form of mind control. When used unmonitored at the highest setting, for even a short time, the neutralizer can cause death.

When Dr. Adams abuses the neural neutralizer, attempting to use it to control others' minds and gain power, he is apprehended and killed by the neutralizer. To avoid future misuse, the device is dismantled and the equipment destroyed.



▶ **The controls of the neural neutralizer are simple to operate. The dial on the left controls the intensity of the treatment, while the dial on the right is the on-off switch.**



▶ **On the ceiling above the patient's head is a circular device that projects a beam toward the patient, making him susceptible to the therapist's suggestions.**



▶ **Dr. Simon Van Gelder becomes delusional after he is exposed to the neutralizer, but Spock is able to extract the truth through a Vulcan mind-meld.**

The Neural Neutralizer

CAREFUL OBSERVATION

This is the focal point of the neural neutralizer. It is made up of concentric rings that rotate and project a beam toward the patient, causing a trance-like state that makes him vulnerable to verbal suggestion.

The therapist can clearly see the patient through this window. This allows the level of intensity needed to be gauged visually. If the patient is suffering discomfort, it becomes immediately apparent.



Design

The treatment room is partitioned, with the therapist on the control side, away from the beam that is generated by the neural neutralizer. Meanwhile, on the other side, the patient relaxes in the reclining chair and his mind is made blank, awaiting the therapist's instruction.

The rest of the room is blank with nothing to distract the prisoner from the therapist's voice and the neural neutralizer's beam.

The inmates sit in this reclining chair, which is padded and has a cushioned headrest, making the offender as comfortable as possible. The therapist can communicate and give suggestions over the intercom.





'The Tholian Web'

Heading for unexplored space to find the missing starship *U.S.S. Defiant NCC-1764*, the *U.S.S. Enterprise NCC-1701*'s landing party discover scenes of mutiny. The area of space is also having strange effects on the *Enterprise*'s crew and, while beaming back, Kirk is lost.

CAPTAIN'S LOG
STARDATE: 5693.2

"The *ENTERPRISE* is approaching the last reported position of the *STARSHIP DEFIANT*, which vanished without a trace three weeks ago. We are in unsurveyed territory."

The *U.S.S. Enterprise NCC-1701* is assigned to locate the *U.S.S. Defiant NCC-1764*. Approaching its last recorded position, sensors indicate the surrounding area of space is fracturing and that power is leaking from the warp engines.

Visual contact is established with the *Defiant*; **Kirk, Spock, McCoy, and Chekov** beam over to discover the entire crew have murdered one another.

McCoy realizes the ship is dissolving. **Scotty** beams everyone back as the *Defiant* vanishes, but Kirk is lost, caught in a **spatial interphase** – an overlap of other universes. The *Enterprise* crew members begin to show the same paranoid fury as the *Defiant*'s, a side effect of the interphasic space.

Under attack

An alien vessel approaches; it is a **Tholian** ship, commanded by **Loskene**, and the *Enterprise* is given nearly two hours to leave their territory. When the next interphase occurs, Kirk does not appear; the region of space has been disturbed. The Tholians attack and the *Enterprise* fires back, leaving itself near-powerless. Another Tholian ship arrives, and the two fly in a diagonal formation, weaving a web-like energy field to trap the **Federation** starship.

Meanwhile, McCoy and Spock listen to a message Kirk left in the event of his death. He tells them to trust and support each other and to compensate for their differences. But the situation worsens; more crewman are under restraint in sickbay, and sightings of the captain are reported by the crew. McCoy and Spock take these to be hallucinations, until Kirk appears on the bridge.

The **Tholian web** is complete. Spock orders all of *Enterprise*'s power into breaking free while keeping the **transporters** locked on Kirk; the effort succeeds, and the ship is thrown clear of the web. Kirk appears and is beamed aboard. Once back on the bridge, he is ready to hear a report. When asked, Spock and McCoy claim there was no time to listen to the captain's final orders. Kirk, amused, decides to humor his friends.

STARSHIP FACTS

McCoy derives an antidote to the effects of spatial interphase from a deadly Klingon nerve gas, theragen, tested in a diluted form.

ON SCREEN ...



1 The landing party discover a scene of grisly insurrection aboard the *U.S.S. DEFIANT*; the captain's corpse is locked in mortal combat with a dead officer.



2 The same murderous intent is affecting the *U.S.S. ENTERPRISE* crew; Chekov attacks Spock, who has to restrain him with a Vulcan nerve pinch.



3 Commander Loskene of the Tholian Assembly demands the *U.S.S. ENTERPRISE* leave their space. He is not interested in their rescue mission.



4 Initially, McCoy does not support Spock's decisions as captain, but Kirk's final message precognitively advises his friends to support each other's weak points.



5 The crew report sightings of the captain aboard the ship. Spock and McCoy believe these to be hallucinations until Kirk appears in front of them on the bridge.



6 When Kirk asks how smoothly things ran under Spock's command, Spock and McCoy back each other up and do not admit to any conflict between them.

'For the World is Hollow and I Have Touched the Sky'

The *U.S.S. Enterprise NCC-1701* discovers an asteroid-ship on a collision course for a populated planet. Meanwhile, Dr. McCoy learns that he is dying of an incurable illness.

Dr. McCoy learns he has a rare terminal illness, **xenopolycythemia**, and has only a year to live. Meanwhile, the *U.S.S. Enterprise NCC-1701* is fired at, but dispatches the missiles easily. The attack came from a large asteroid with a breathable atmosphere, on a direct collision course with an inhabited planet. **Daran V. Kirk, Spock**, and McCoy beam inside and are almost immediately captured by a group of armed men who emerge from tall metal cylinders. A woman walks behind them; she is **Natira**, High Priestess of the **Yonada**.

Underground, the **Starfleet** officers are led to the *Yonada's Oracle*, which stuns them unconscious; they awake in a lavish room. Natira enters, concerned about McCoy; she wants him to be her mate.

Children of the Fabrini

Returning to the Oracle room, Spock identifies carved stone writings as the work of the **Fabrini**, an ancient race who created the *Yonada*, but he is discovered and taken away. McCoy persuades Natira to let his friends return to the *Enterprise*; he is taken to the Oracle and an **instrument of obedience** is inserted in his temple.

McCoy is shown a book of star diagrams, but when he contacts the ship to report this, he is punished by the Oracle. Kirk and Spock beam over to him and remove the device from his temple. Natira is told that her world is a ship, but she too is punished when she questions the Oracle; McCoy arrives and removes the device in her temple as well.

The room's walls radiate heat; Kirk reaches the book and learns how to reach the control room. Once inside, Kirk and Spock reprogram the Oracle and set the *Yonada* back onto its correct course for their promised planet; Spock also finds a cure for McCoy in the files of Fabrini knowledge.

Natira chooses to stay with her people while McCoy feels that he belongs on the *Enterprise*, and, regrettably, they part.

STARSHIP FACTS

A The Fabrini, creators of the asteroid-ship *Yonada*, were an ancient race whose solar system's sun went nova 10,000 years ago.

CAPTAIN'S LOG

STARDATE: 3087.6

"Ten thousand years ago, a sun was dying, and its world with it. It was the world that you see on the plaque in the room of your Oracle ... your ancestors knew their world was dying ... They built a great ship, and chose their best people. And they sent them into space."

— Kirk to Natira

ON SCREEN...



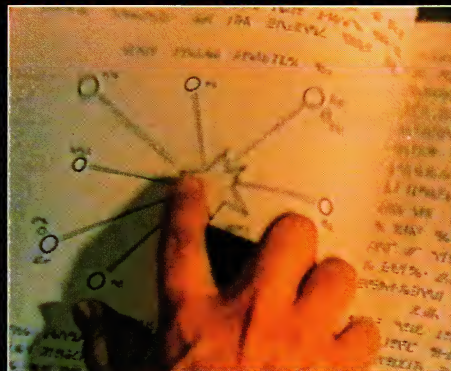
1 Kirk, Spock, and McCoy are taken prisoner by the people of YONADA, and taken to their 'god' - the Oracle - to ask what must be done with them.



2 When an old man asks Kirk what it is like outside, the Oracle kills him through a device inserted in his temple, called the instrument of obedience.



3 McCoy and Natira are married by the Oracle. The doctor then becomes one of the people, and is fitted with his own instrument of obedience.



4 Natira shows McCoy the Book of the People. It is forbidden, however, to know what is in the book. Natira puts it back when McCoy questions her.



5 When Natira questions the truth of the Oracle's words, she is punished for her blasphemy until McCoy removes her obedience device.



6 Kirk and Spock use the book to find the asteroid's control room. The YONADA is set back on its correct course to the Fabrini's promised planet.



FILE 71 STAR TREK: VOYAGER

'Scorpion', Part II

The *U.S.S. Voyager NCC-74656* and a *Borg cube* flee from a common hunter; both have narrowly escaped the destruction of a Borg planet by Species 8472. The alliance with the Borg may be the starship crew's only hope of survival, but can they trust their former enemies?

'SCORPION' PART II

"Well ... I made my decision. If it were only a matter of going against the orders of my superior officer ... But you're more than just my captain ... You're my friend."

— Chakotay to Janeway

The *U.S.S. Voyager NCC-74656* and a *Borg cube* flee a deadly *bio-ship*; the starship is attached to the *Borg cube* by a tractor beam, and *Voyager's* Captain Janeway remains on the *cube* in keeping with the alliance she has made with the *Borg collective*.

The crew of *Voyager* will support the Borg against the terrifying *Species 8472* in return for safe passage through Borg space. Tuvok joins Captain Janeway on the *cube*, but Chakotay is uneasy about the entire situation.

The Doctor has modified Borg *nanoprobes* to fight against the alien tissue of *Species 8472*, which has infected Harry Kim. The new nanoprobes will initially assimilate the *Species 8472* cells, but they will then denature swiftly, causing the alien cells to die with them.

The nanoprobes are tested on Kim. His face suddenly erupts with Borg tendrils, but they quickly decay along with the alien tissue, leaving clear human skin beneath.

Hunter and prey

Kes is telepathically intimidated by the aliens, and warns the Doctor they are being watched. Within the *cube*, the Borg decide that this alliance will work more efficiently if Janeway and Tuvok are temporarily linked to the collective. Janeway suggests instead that they choose a single Borg representative, like *Locutus*, to mediate between them.

A female drone steps out of an alcove. Tall and arrogant, she introduces herself as *Seven of Nine*, a human assimilated by the Borg almost 20 years ago, and the three begin work on devising a weapon to use against *Species 8472*. Tuvok recommends that the modified nanoprobes are encased within *Voyager's* *photon torpedoes* to create biomolecular warheads.

Chakotay hails them from *Voyager*; the aliens are telepathically accessing Kes's memory, and it is likely that they are aware of the crew's plans. Both vessels alter course to confuse the enemy.

Kim returns to bridge duty just in time for another attack: a *bio-ship* has targeted *Voyager*. The *Borg cube* flies between them as it fires, sacrificing itself to protect the nanoprobes aboard the starship. Seconds after the *cube* explodes, Tuvok's voice reports to the bridge; the captain, himself,

ON SCREEN...



1 In return for safe passage out of Borg space, the *U.S.S. VOYAGER* will ally with the Borg against *Species 8472*. But Chakotay does not trust them to keep their word.



2 The Doctor has modified Borg nanoprobes not to assimilate but to destroy the tissues of *Species 8472*; they are successfully tested on Harry Kim.



3 Kes is telepathically assaulted by *Species 8472*, and receives terrifying images of the aliens looming over her. Are they spying, or merely toying with their prey?



4 Tuvok reports his tricorder readings to Janeway; they reveal that the aliens and their *BIO-SHIPS* are made of exactly the same organic material.



5 Janeway persuades the Borg to appoint a mediator to liaise between the two parties; *Seven of Nine*, an assimilated human female, appears from an alcove.



6 Before transporting off the doomed *BORG CUBE*, an alien discharge strikes close to Janeway; the captain returns to the *U.S.S. VOYAGER* in a critical state.





'Scorpion', Part II

and a number of Borg transported over to Cargo Bay 2 before the *cube* was destroyed. Chakotay takes two security guards and a medical team to the cargo bay, which is already in the process of being Borgified.

Janeway was severely injured just before transport; an alien discharge struck very close to her, disrupting her neuroelectrical pathways. Before the Doctor induces coma to protect her higher brain functions, Janeway tells Chakotay to make the Borg alliance work; he must get her crew home.

Torn between his loyalty to his captain and his own distrust of the Borg, Chakotay decides to disobey Janeway's orders; *Voyager* will leave the Borg at the nearest uninhabited planet with the nanoprobes. The situation becomes increasingly volatile as the Borg collective send orders to seize control of the **Federation** starship and take it into the realm of Species 8472.

The home of the enemy

As the Borg proceed with their new instructions, Chakotay depressurizes Cargo Bay 2, sucking all of the drones into space except for Seven of Nine, who clings on in a **Jefferies tube**. She manages to emit a **resonant graviton beam** from the ship, opening another **quantum singularity**, and *Voyager* is pulled through into a strange realm, possibly another dimension. The space around them is fluidic, not a vacuum.

Seven of Nine reports that their presence will already be known to Species 8472; they will soon be swarmed by *bio-ships*. From Seven's knowledge of **fluidic space**, Chakotay concludes that the Borg have been here before; the drone admits that the Borg tried to assimilate Species 8472, thus starting the war.

Janeway is back on her feet and is furious that her orders were disobeyed. Returning to the bridge, she informs Seven of Nine that Chakotay is in the brig; the starship will fight the aliens as planned. *Voyager* strikes back with the biomolecular torpedoes, and the weapons prove extremely effective on the organic ships. Seven of Nine reports from the collective that the *bio-ships* in the **Delta Quadrant** are retreating. Species 8472 are defeated – for now.

The captain attempts to call in *Voyager's* side of the bargain but, as expected, the Borg have decided to assimilate them. Seven of Nine takes control of the helm, but Janeway and Chakotay had prepared for this betrayal. The code word 'scorpion' is sent

and, from a Borg alcove in Cargo Bay 2, Chakotay is linked to the collective. Accessing Seven of Nine's human memories, he distracts her while **B'Elanna Torres** sends an energy surge through the helm, disconnecting the drone from the Borg; Seven screams and collapses.

Later, in da Vinci's candlelit workshop, Chakotay finds the captain writing her log with a quill pen and ink. The two resolve their differences – after all, they are not Borg – and their friendship is secure again.

In sickbay the newest addition to *Voyager's* crew, the Borg drone, is sleeping.

ON SCREEN...



7 When Chakotay decides to end the alliance with the Borg, Seven of Nine is not pleased; she warns him that his human individuality will be his undoing.



8 Seven of Nine emits a resonant graviton beam from the U.S.S. *VOYAGER*. A quantum singularity forms and pulls the ship into fluidic space.



9 Kes communicates telepathically with the aliens; she reports that Species 8472 consider their galaxy 'impure', and feel it must be 'purged'.



10 The biomolecular torpedoes containing the modified Borg nanoprobes prove very effective on the *BIO-SHIPS*, and end the threat posed by Species 8472.



11 Unknown to Seven of Nine, Janeway and Chakotay have devised a failsafe plan to stop the Borg drone: linking Chakotay into the Borg collective.



12 After the last few days of technological warfare, Chakotay finds Janeway in da Vinci's workshop, writing her log the old fashioned way.

STARSHIP FACTS

A When an object enters fluidic space it creates a compression wave; this is how Species 8472 knows of the arrival of the U.S.S. *Voyager*.

A Species 8472 are considered to be the apex of biological evolution by the Borg, who wish to add their perfection to the collective.

H continued

Hanon System

A star system in the **Delta Quadrant**, familiar to **Maje Culluh** of the **Kazon-Nistrim**. It contains at least one **Class-M** planet, **Hanon IV**. (*Starship Log*: 'Basics', Part I [VOY])

SEE FILES 3, 4, 71

Hansen's Planet

Home to a race of primitive humanoids. These people were approximately four meters tall, used animal fur for clothes, and constructed spears tipped with chipped rock points for weapons. (*Starship Log*: 'Galileo Seven' [TOS])

SEE FILES 3, 68

Hansen, Annika

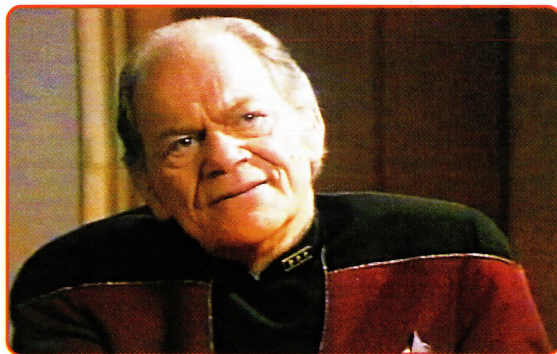
Female human born on **Stardate 25479** at the **Tendara Colony**. Her favorite color was red. Four years later, she was assimilated by the **Borg** and was designated **Seven of Nine**. (*Starship Log*: 'Scorpion' Part II [VOY])

SEE FILES 43, 71

Hansen, Commander

In 2266, Hansen was stationed on **Earth Outpost 4**, an asteroid in **Sector Z-6**, monitoring the **Romulan Neutral Zone**. Hansen detailed Romulan weaponry capabilities to **Captain Kirk** before being killed by them. (*Starship Log*: 'Balance of Terror' [TOS])

SEE FILES 43, 68



Admiral J.P. Hanson, a friend of Captain Jean-Luc Picard, led the Borg attack at Wolf 359 in 2367. His concerted efforts to stop the Borg failed; Hanson was one of 11,000 people killed.

Hanson, Admiral J. P.

Distinguished **Starfleet** officer killed in the line of duty at **Wolf 359**. Hanson led efforts to develop counter-Borg technology, but this was not ready at the time of the Borg attack. He was a friend of **Jean-Luc Picard**. (*Starship Log*: 'The Best of Both Worlds', Part I [TNG])

SEE FILES 19, 69

Hanson, Mr.

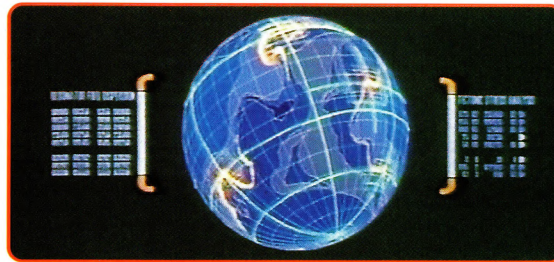
Sandy-haired helmsman on the **U.S.S. Enterprise NCC-1701** in 2267. Hanson was one of a skeleton crew that remained aboard ship when **Captain Kirk**'s court-martial reconvened on the bridge. (*Starship Log*: 'Court Martial' [TOS])

SEE FILES 20, 68

Happy Birthday

A traditional Earth song, written in 1893 by sisters Mildred and Patty Hill. While in a coma in 2371, a **dabo girl** sang this song to an aged **Julian Bashir**. **Garek** sang the traditional addendum, "... and many more". (*Starship Log*: 'Distant Voices' [DS9])

SEE FILE 70



Harmonic resonators were used on Drema IV to restabilize the planet after violent earthquakes.

happy hour

Traditional late-afternoon time when bars reduce prices to stimulate business. **Quark** declared every hour to be happy hour after a **Bajoran** prophecy foretold **Deep Space Nine**'s destruction, which in turn caused customers to flee. (*Starship Log*: 'The Reckoning' [DS9])

SEE FILE 70

hara cat

A **Bajoran** animal indigenous to the **Bestri Woods**. After giving birth, the female nurses the young. During the occupation, **Kira** accidentally shot and killed a hara cat. (*Starship Log*: 'Second Skin' [DS9])

SEE FILES 10, 70

Hargrove, Lieutenant

Officer serving with the **U.S.S. Voyager**; the **EMH** believed he had **Arethian flu** in 2371. **Neelix** was jealous of Hargrove because he suspected **Kes** visited him in his quarters on Deck 7. (*Starship Log*: 'Twisted' [VOY])

SEE FILES 29, 71

Haritath

A member of the colony on **Tau Cygna V** who was unaffected by lethal hyperonic radiation in the atmosphere. He was the first colonist to meet **Data**, and agreed to resettle in the face of impending destruction by the **Sheliak**. (*Starship Log*: 'The Ensigns of Command' [TNG])

SEE FILES 18, 69

harmonic resonators

Also referred to as **resonators**, these 24th-century devices are used to modify geological formations by generating strong sympathetic vibrations that disintegrate the rock. They were used on **Drema IV** to terminate the violent earthquakes that threatened to destroy the planet. (*Starship Log*: 'Pen Pals' [TNG])

SEE FILES 4, 69

Haro, Mitena

A **Starfleet Academy** cadet from **Bolarus IX** who began studying in 2366. She was kidnapped by an unidentified alien species which duplicated her to understand the concept of authority. (*Starship Log*: 'Allegiance' [TNG])

SEE FILES 7, 69

Harod IV

While headed for the planet **Krios** in 2368, the **U.S.S. Enterprise NCC-1701-D** was forced to make a quick detour to this planet for an emergency pickup of three miners. (*Starship Log*: 'The Perfect Mate' [TNG])

SEE FILES 3, 69

Harodian miners

Three miners rescued from **Harod IV** by the **U.S.S. Enterprise NCC-1701-D** in 2368. The three drank **Aldorian ale** in **Ten-Forward** and instigated a scuffle there by insisting they had met **Kamala**, an **empathic metamorph**, at **Paloris Colony**. (*Starship Log*: 'The Perfect Mate' [TNG])

SEE FILES 3, 18, 69

Hanon System

Hansen's Planet

Hansen, Annika

Hanson, Commander

Hanson, Admiral J. P.

Hanson Mr.

Happy Birthday

happy hour

hara cat

Hargrove, Lieutenant

Haritath

harmonic resonators

Haro, Mitena

Harod IV

Harodian miners

Haron, Jal

HarOs, Battle of

Harper, Ensign

Harrakis V

Harrid berries

Harriman, Captain John

Harris, Captain

Harrison

Harrison, William B.

Haru Outpost

harvesters

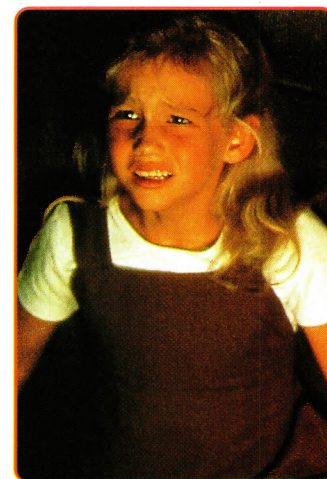
Harvey

Haskins, Dr. Theodore

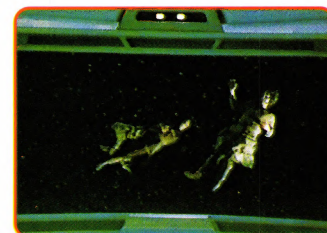
hasperat

Hastur, Admiral

hatana



Young Annika Hansen was taken from a planet in the Delta Quadrant by the Borg. She was soon designated Seven of Nine.



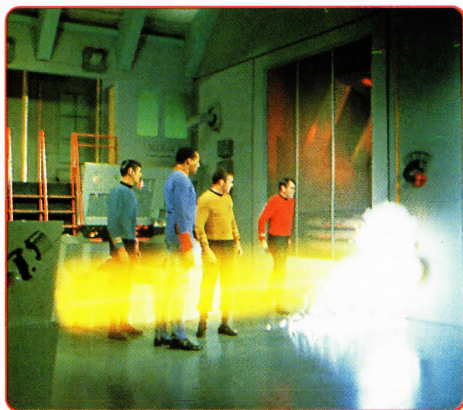
Jal Haron was killed after being transported into space with his assistant.



Haron, Jal First Maje of the **Kazon-Relora** sect of the **Kazon Collective** in the **Delta Quadrant**. In 2372 Haron attended a conference on **Maje Culluh's** ship that resulted in his and his assistant's execution; they were transported into space. (*Starship Log: 'Maneuvers'* [VOY]) **SEE FILES 18, 71**

HarOs, Battle of A famous and important **Klingon** battle. **Data** painted an Expressionistic version of the event to give **Worf** for his 30th birthday. Worf said the painting made him feel ill. (*Starship Log: 'Parallels'* [TNG]) **SEE FILES 11, 69**

Harper, Ensign This member of the **U.S.S. Enterprise NCC-1701** crew participated in **Dr. Daystrom's M-5 computer** field tests in 2268. When the **multitronic unit** needed more power, Harper was standing in the wrong place and was vaporized by an energy beam. (*Starship Log: 'The Ultimate Computer'* [TOS]) **SEE FILES 20, 68**



▲ Ensign Harper meets a quick and painless death at the hands of the M-5 multitronic computer.

Harrakis V Site of a mission for the **U.S.S. Enterprise NCC-1701-D** that was completed ahead of schedule, giving the crew unexpected personal time to pursue their own interests. (*Starship Log: 'Clues'* [TNG]) **SEE FILES 3, 69**

Harrid berries Red holographic berries 'grown' on a green bush near the holographic **Yaderan** settlement in the **Gamma Quadrant**. A holographic child, **Taya**, picked berries for **Dax** and **Odo** while they investigated the disappearance of several colonists. (*Starship Log: 'Shadowplay'* [DS9]) **SEE FILES 18, 70**



▲ The Harrid berries of Yadera Prime are not real, but lifelike holographic projections.

Harriman, Captain John As captain of the **U.S.S. Enterprise NCC-1701-B** in 2293, Harriman hosted a media event aboard the ship during its maiden voyage. During an emergency rescue mission, Harriman offered command to **Captain James T. Kirk**, but he declined the invitation. (*Starship Log: Star Trek Generations*) **SEE FILES 19, 43, 78**



▲ John Harriman had an inauspicious debut on the U.S.S. ENTERPRISE NCC-1701-B.

Harris, Captain A **Starfleet** commander of the **U.S.S. Excalibur NCC-1664**. Harris and his entire crew were killed, and the ship severely damaged, in 2268 during the infamous **M-5** field tests. (*Starship Log: 'The Ultimate Computer'* [TOS]) **SEE FILES 19, 31, 68**

Harrison Technician First Class on the **U.S.S. Enterprise NCC-1701** in 2267. Harrison nearly suffocated on the bridge when **Khan** cut the air supply. **Kirk's** log reflected a commendation for him. (*Starship Log: 'Space Seed'* [TOS]) **SEE FILES 20, 68**

Harrison, William B. Flight officer of the merchant vessel **S.S. Beagle** who was stranded on **Planet 892-IV** in 2261. Harrison became a gladiator and died in 2267 during a televised match the evening before the **U.S.S. Enterprise NCC-1701** arrived. (*Starship Log: 'Bread and Circuses'* [TOS]) **SEE FILES 18, 68**

Haru Outpost This **Cardassian** base was used during the occupation of **Bajor**. It was raided frequently by **Bajoran** freedom fighters, including **Kira Nerys**, who still had nightmares about the place years later. (*Starship Log: 'Past Prologue'* [DS9]) **SEE FILES 10, 13, 47, 70**

harvesters **T'Lani** and **Kellerun nanobiogenic** of mass destruction, comprising a transparent cylinder filled with approximately two liters of orange gel. **Dr. Julian Bashir** and **Miles O'Brien** destroyed the last harvesters in 2370. (*Starship Log: 'Armageddon Game'* [DS9]) **SEE FILES 18, 60, 70**



▲ Harvesters looked harmless, but the orange gel inside was a deadly weapon.

Harvey Nineteen-sixties Earth slang, used by the **Vic Fontaine holosuite program** to indicate someone out of step with current fashion. The term '**Clyde**' is also used to indicate the same thing. (*Starship Log: 'His Way'* [DS9]) **SEE FILES 56, 70**

Haskins, Dr. Theodore This **American Continent Institute** scientist died in 2236 when his craft, the **S.S. Columbia**, crashed on **Talos IV**. An illusion of Dr. Haskins was used in 2254 to convince **Captain Pike** there had been survivors. (*Starship Log: 'The Cage', 'The Menagerie'* [TOS]) **SEE FILES 67, 68**

hasperat Extremely spicy **Bajoran** dish that, when properly prepared, should set one's tongue on fire and bring tears to the eyes. It resembles a sliced Earth burrito, but is filled with a carefully processed brine; it is a favorite dish of **Ro Laren**. (*Starship Log: 'Preemptive Strike'* [TNG], 'Rejoined' [DS9]) **SEE FILES 10, 43, 69, 70**

Hastur, Admiral In 2372 this officer, a friend of **Benjamin Sisko**, was sent as backup to **Deep Space Nine** during a **Klingon/Cardassian** conflict. Hastur arrived with the **U.S.S. Venture NCC-71854** and two other ships. (*Starship Log: 'Way of the Warrior'* [DS9]) **SEE FILES 19, 70**

hatana A dish native to **Taresia** in the **Delta Quadrant**. It was proffered to **Harry Kim** in 2373 by a **Taresian** native, **Eliann**. (*Starship Log: 'Favorite Son'* [VOY]) **SEE FILES 18, 71**